Subject: Ingame brenbot don't work
Posted by CFGpower on Sat, 16 Sep 2006 18:21:49 GMT
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Hi all,

i have my brenbot installed on my LFDS,

but when i am ingame, i type !help or other command and the bot don't respond...

but when i destroy a building it say "thanks you to have destroy this building".

i think it's a wrong configuration on my brenbot.cfg or other.

can anyone send me the config file where i must write IRC adress and other for connecting the bot to IRC ?

thanks you by advance

Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sat, 16 Sep 2006 21:58:20 GMT
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which version of brenbot are you running?

Subject: Re: Ingame brenbot don't work
Posted by jnz on Sat, 16 Sep 2006 21:59:43 GMT
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when it says "blabl is destroyed thanks to you" that is ssaow.

can you post brenbot.cfg and the version

Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sat, 16 Sep 2006 23:52:44 GMT
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There are significant differences between the Linux-FDS and the windows FDS, which is why BRenBot struggles to work properly with it.

Most of these issues are addressed in brenbot version 1.43 (still in beta), although some still remain to be fixed. If I can ever get a linux server up and running I will try and see what bugs are left and get them fixed.

Subject: Re: Ingame brenbot don't work
Posted by CFGpower on Sun, 17 Sep 2006 09:48:59 GMT
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ok thanks,

i have downloaded Brenbot here : http://brenbot.com/

the latest version.

here it's ny Brenbot.cfg file, can you look if it's ok or a wrong config ? thanks by advance !

File Attachments
1) brenbot.cfg, downloaded 189 times

Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sun, 17 Sep 2006 10:13:08 GMT
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Ok, well brenbot 1.41 (the version available at www.brenbot.com) does not support the linux FDS.

1.43 which is currently in beta and not available to the public has some support for the LFDS, so keep an eye out for it being released.

Subject: Re: Ingame brenbot don't work
Posted by CFGpower on Sun, 17 Sep 2006 10:15:10 GMT
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hmmm.

so where can i download a Brenbot who work with LFDS please ?

Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sun, 17 Sep 2006 10:20:12 GMT
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You can't yet, it's not released at the moment.

If you need a regulator quickly I would recommenend NR, as far as I know it has some linux support.
NR

Subject: Re: Ingame brenbot don't work
Posted by Stumpy on Sun, 17 Sep 2006 10:39:59 GMT
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First: Brenbot 1.41 is supporting the LFDS.(I dont know why you say it isnt it, works fine for me)
CFGPower if you have MSN,ICQ, IRC(search for Reoleam on N00bstories) add me and I help
you to manage this.
Danpaul88 try to fix the double messages which renegade sometimes writes in the renlogs on the
lfds and it doesnt output anything then.

As an example of something strange of linux: RemoteAdminPort = 4005
in the server.ini would result for me a telnet port of 4854 in the brenbot.cfg

And NR isnt supporting the LDFS. There are currently only 2 official Bots for Linux.(PBbot(not out
yet) and Brenbot)

Subject: Re: Ingame brenbot don't work
Posted by CFGpower on Sun, 17 Sep 2006 15:02:13 GMT
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ok thanks UESir i have added you on msn !

Subject: Re: Ingame brenbot don't work
Posted by AmunRa on Sun, 17 Sep 2006 21:16:25 GMT
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NR is written in VB. somehow I doubt it would be supported by linux

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Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sun, 17 Sep 2006 21:35:54 GMT
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surely it would run in WINE?

Subject: Re: Ingame brenbot don't work
Posted by AmunRa on Sun, 17 Sep 2006 22:04:27 GMT
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been there tried that, and nope. plus, barely anyone runs GUI's on linux boxes.

Subject: Re: Ingame brenbot don't work
Posted by danpaul88 on Sun, 17 Sep 2006 22:19:27 GMT
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Well you know about my experiments with linux, and my inability to get the wireless working

I would probably know that if I used it more ^^

Subject: Re: Ingame brenbot don't work
Posted by Stumpy on Mon, 18 Sep 2006 16:30:45 GMT
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ur funny? what do you want with a program which needs to completele rebuild then for the lfds to read those a bit diffrent renlogs?(other timestamp,doublemessages,no renrem/mactelnet)
Therefore rebuild it to C++.

Maybe(Not sure yet) I am going to release a LFDS C++ Open Source tool which allows you to loggin, reading renlogs, and some more stuff which I have stopped working because of my LFDS Scripts.so Bot(this allows me now to do amazing stuff which currently no other public bot or program has)..
Then you can rebuild here your NR.